DEPARTMENT OF INFORMATION TECHNOLOGY

COURSE SYLLABUS 2nd Semester AY2022-2023									
Course Code:	DCIT24	Course Title:	MULTIMEDIA SYSTEM	Type:	Lecture	Credit Units:	3 UNITS		
Course Descr	iption			Eto na g	agawin ko na				
Pre-requisites:			Course Sched Laboratory	/ Lecture	: 11:00 AM - 12:00 PM AM WED) / 7:00 AM - 12:0	0 PM FRI		
Core Values	tasks, cope SE membe	LUTH is demonstrated for the second s	xhibited by the students' self-co ther course requirements. ested by the students' respect, i	ny and hon onfidence, rapport, fa	ersity tenets: esty during examinations, class a punctuality, diligence and commit irness and cooperation in dealing and support for the cause of human	ment in the assig	ined		
Goals of the College / Campus	1. spiritual 2.	provide a genera vigor; train the nation's	manpower in the skills required	omote nat	tional identity, cultural consciousn ational development; tion; an advance knowledge throu				
Objectives of the Department	conditio	1. produce skille 2. produce globa 3. give students ns; 4. promote leada 5. provide studen e, arts, entertain	ally competitive and morally upri advance knowledge through a ership, development and apply l hts both local and international	ght individ research v T skills fo	luals; vork and respond effectively to ch r the improvement of the quality o ot only in the IT industry but in var	life; and			

Program Educational Objectives (based on the program CMO)

The BSINFOTECH program aims to produce graduate who can:

- 1.apply knowledge of utilization of both hardware and software technologies involving planning, installing, customizing, operating, managing and administering, and maintaining information technology infrastructure that provide computing solutions to address the needs of an organization;
 - 2. conduct relevant researches and extension program activities in the field of information technology;
 - 3. promote the development and transfer of appropriate information technology;
 - 4. promote environmental preservation and protection on projects and enterprises related to information technology; and
 - 5. become morally upright IT professionals with primary and secondary job roles.

	Program Educational Objectives ((based on the	e program C	MO)					
Program/Stu	dent Outcomes (based on the program CMO)	Program Educational Objectives (based on the program CMO)							
The students sho	ould:	1	2	3	4	5			
a.	apply knowledge of computing fundamentals, knowledge of a computing specialization, and mathematics, science and domain knowledge appropriate for computing specialization to the abstraction and conceptualization of computing models from defined problems and requirements.								
b.	identify, analyze, formulate, research literature, and solve complex computing problems and requirements reaching substantiated conclusions using fundamental principles of mathematics, computing science, and relevant domain disciplines.								
C.	an ability to apply mathematical foundations, algorithm principles and computer science theory in the modeling and design of computer-based systems in a way that demonstrate comprehension of the tradeoffs involved in design choice.								
d.	knowledge and understanding of information security issues in relation to design, development and use of information systems.								
e.	design and Evaluate solutions for complex computing problems, and design and evaluate systems, components, or processes that meet specified needs with appropriate consideration for public health and safety, cultural, societal, and environmental consideration.								
f.	create select, adapt, and apply appropriate techniques, resources and modern computing tools to complex computing activities, with an understanding of the limitations to accomplish a common goal.								
g.	function effectively as an individual and as a member or leader in diverse teams and in multidisciplinary settings.								
h.	communicate effectively with the computing community and with the society at large about complex computing activities by being able to comprehend and write effective reports, design documentation, make effective presentations and give and understand clear instruction								

i.	an ability to recognize the legal, social, ethical and professional issues involved in the utilization of computer technology and be guided by the adaptation of appropriate professional, ethical and legal practices.			
j.	recognize the need, and have ability, to engage in independent learning for continual development as a computing professional.			

Course Outcomes and Relations	ship to	Stude	ent Ou	itcome	es								
Program Outcomes Addressed by the Course				Progr	am Out	tcomes	Code						
After completing this course, the students must be able to:	а	b	С	d	е	f	g	h	i	j			
to equip the students with the technical skills needed in the industry.	1	I	I	I	I	ı	I	I	1	ı			
to gain understanding about the concepts of the designs and implementations of system development	I	I	I	I	I	I	I	I	I	ı			
3. expose the students in common work practice.	I	I	I	I	I	I	I	I	I	I			
4. apply all knowledge gain in terms of analysis and development.	I	I	I	I	I	I	I	I	I	I			
select appropriate media for a multimedia application		I	I	I	I	I	I	I	I	ı			
understand essential concepts that influence authoring multimedia applications.	I	ı	ı	ı	ı	I	ı	ı	I	I			

*Level: I-Introductory E- Enabling D-Demonstrative

			COURSE AV	ERAGE			
Week No.	Intended Learning Outcomes (ILO)	Topic	Teaching and Learning Activities (TLA)	Mode of Delivery	Resources Needed	Outcomes based Assessment (OBA)	Due Date of Submi ssion
1							
2							
3-5							
6-8							
9			MIDTERM	EXAMINATION			
10-12							
13-15							
16-17		•					
9			FINAL EX	KAMINATION			

COURSE REQUIREMENTS

Suggested Lecture Requirements:

- 1. Mid-Term Examination
 - 2. Final Examination
 - 3. Quizzes/Seat works/Recitations
 - 4. Video presentation
 - 5. Fact Sheet
 - 6. Class Reporting/Reaction Paper
 - 7. Assignments
 - 8. Class or Group Project (Term Paper/Project Design/Case Study/Feasibility Study/Culminating Activity/Portfolio)

9. Class Attendance

Suggested Laboratory Requirements:

- 1. Laboratory Reports
- 2. Individual Performance
- 3. Quizzes
- 4. Mid-Term Examination
- 5. Final Examination
- 6. Video presentation
- 7. Fact Sheet
- 8. Attendance
- *All exams must follow a Table of Specifications (TOS) and Rubrics for evaluation of student performance or projects.

GRADING SYSTEM

A. Grading system for 2 units lecture and 1 unit laboratory (i.e. DCIT 21; 3 units; Lec - 2 hrs & Lab - 3 hrs)

Lecture – 60%

Laboratory - 40%

B. Grading system for 1 unit lecture and 2 units laboratory (i.e. DCIT 22; 3 units; Lec -1 hr & Lab - 6 hrs)

Lecture - 40%

Laboratory - 60%

C. Grading system for 2 units lecture and 3 units laboratory (i.e. ELEX 50; 5 units; Lec - 2 hrs & Lab - 9 hrs)

Lecture – 30% Laboratory – 70%

CLASS POLICIES

- A. Attendance
- **B. Classroom Decorum**
- C. Examination/ Evaluation

REFERENCES & SUPPLEMENTARY READINGS

- A. Laboratory Manual (if with laboratory)
- **B. Reference Books**
- C. Electronic References (E-books/Websites)

REVISION HISTORY							
Revision Number	Date of Revision	1	Date of Implementation	Highlights of Revision			
			2nd Semester AY2022-202				
Prepared by:		Evaluated by:			Approved by: MARLON A. MOJICA, PhD		
Instructor 1		Chairperson Department of Information Technology		Cam	Campus Administrator Imus Campus Date Approved:		
Department of Information Technology Consultation Schedule: Mon 6:00 -7:00 pm Tue 6:00 -7:00 pm		Date Evaluated: Actual signature:		Actua	al signature:		
Date Prepared:	. 20 5.55 7.00 p			_			